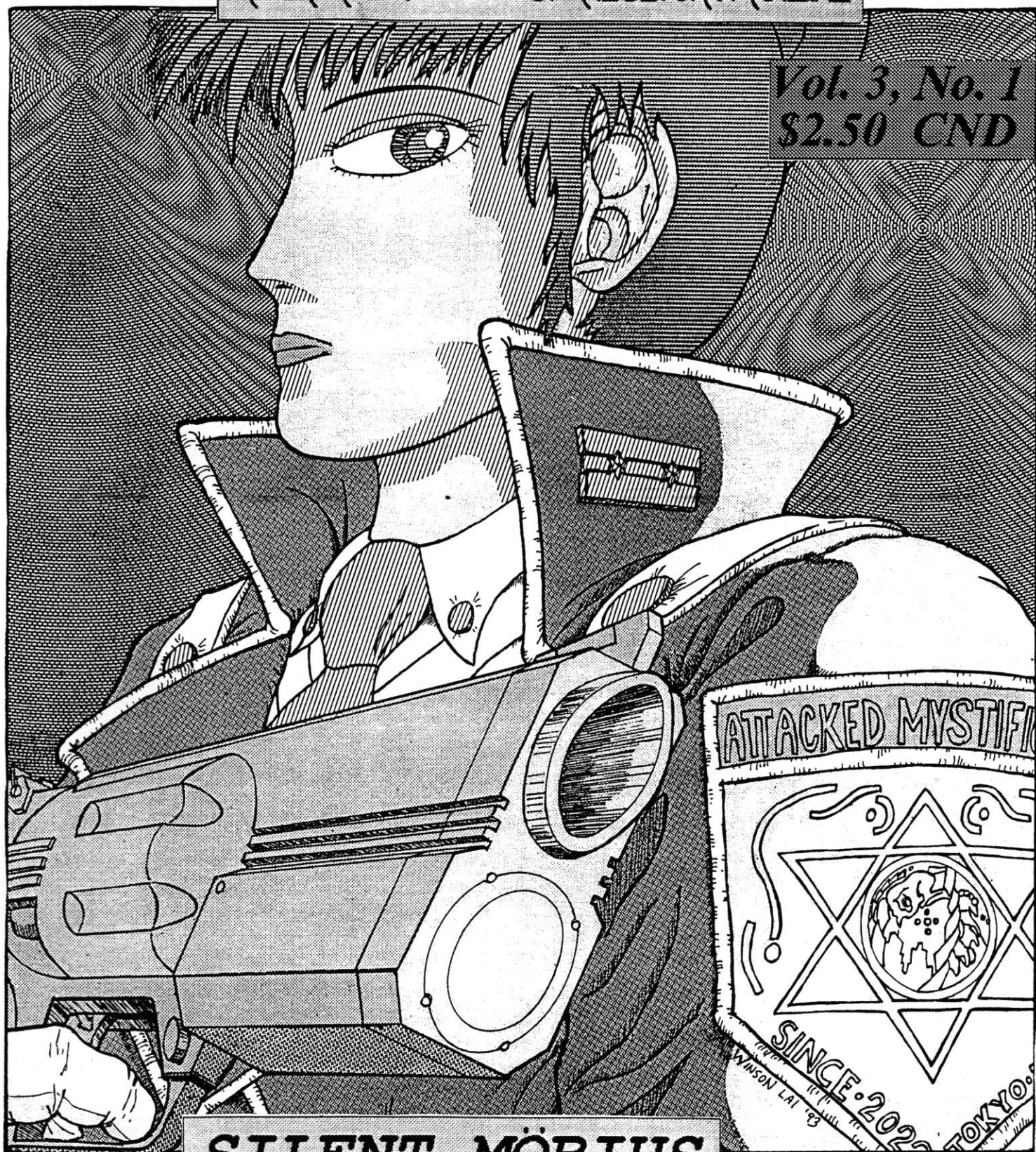


May 4/93

# BAKA no baka

BANZAI ANIME KLUB OF ALBERTA FANZINE

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SILENT MÖBIUS





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# BAKA no baka

*Banzai Anime Klub of Alberta Fanzine*



Welcome all to another issue of BAKA no baka. Firstly, I would like to apologize that this issue is two months late. Several factors had contributed to this, but one must remember that this is a volunteer publication and all of use do have other commitments. Secondly, last issue we had an excellent color copying cost opportunity, and therefore we put out our very first color issue. We had hoped to continue this trend this issue, but due to the higher costs that would be involved, we have returned to black and white. There is a possibility of returning to a color cover in future issues.

It has now been over one year since Since BAKA no baka was started. I became the Coordinator of this fanzine back in March of last year. Since then I have worked on four issues over a span of one year. I had decided some time ago that I would work on one years worth of BAKA no baka. Starting next issue, I pass on the title of "Fanzine Coordinator" to Cam Cavers. I wish Cam the best of luck and look forward to seeing his first issue.

In closing I would like to thank all those that have been involved in both producing and contributing to past issues of BAKA no baka. Special thanks to Ben Koshy for his immense contribution in helping in all areas of production, Victor Chan for all the computer logos, Greg Fink for his last minute proof reading and layout opinions, and everyone else who I missed to mention.

Vlad G. Pohnert

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# GUNDAM 0083

## STARDUST MEMORY

### Part 2

By Vlad G. Pohnert

Gundam 0083: Stardust Memory, a 13 part OVA series, ended its run with volume 12 released at the end of September, 1992. The series is one of the hottest-selling OVA series to be released. One side note: a special Cima LD was released by Bandai for free to all those who purchased the 0083 OVA series. Volume 12 came with a grid to which the seal of purchases found in volumes 7 - 12 were pasted on and sent in. This offer had a December 25, 1992 deadline and was only offered in Japan.

In part one of this article, the first 12 episodes were reviewed. This leaves the last episode #13 on volume 12.

The following is a brief summary of the events that lead up to the final episode. In the year 0083 U.C., 3 years after the One Year War, a faction of the Zion forces led by Aiguille Delaz put a plan into effect called "Operation Stardust". This involved the stealing of the experimental nuclear Gundam GP02 by Anavel Gato. Kou Uraki, a test pilot for the Federation, took the GP01 to go after Gato. This eventually leads him into a showdown with Gato resulting in the destruction of both Gundams. After wiping a large number of Federation forces with the nuclear Gundam, the Zions hijack an abandoned colony and send it on a

collision with the moon. At the moon, the colony is projected towards the Earth. Kou "steals" the GP03 Gundam to go after Gato and the colony. Meanwhile, the Federation plans to stop the colony by using a Solar Ray System. Cima, an unstable psychotic commander in the Zion fleet, makes a deal with the Federation which results in the

death of Delaz. Angered by his death, Gato fires one of his tentacle-controlled arms from his mobile armor and smashes it into the bridge of Delaz's ship...

and now, here is the final chapter in the 0083 Stardust Memory series:

NOTE : The following synopsis contains many spoilers of the ending of the 0083 OVA series. Read at your own discretion!

#### Episode #13 : "Men of Destiny"

Gato retracts his mobile armor's arm from Delaz's ship. As the air rushes out the gaping hole, Cima makes her escape. Meanwhile, the battle between the Zion forces and the Federation rages on above the Earth. Captain Sinapus is arguing with Basque Om about working with Cima in protecting the Solar Ray System. Basque asks him if he is planning to defy his orders. Gato, in his mobile armor, takes an attack

run at the Solar Ray. He gets through the defense perimeter and starts to search the control ship in hopes of destroying it before the Solar Ray can be fired. Meanwhile, Kou attacks Cima's ship, destroying it. He takes on Cima in her Gerbera-Tetra suit and ends up impaling her suit with his large beam gun. He fires, totally disintegrating Cima's suit. Basque gives the order for the Solar Ray to fire before Gato has a

chance of destroying the control ship. The Ray fires at the colony, but it survives the blast and ends up going right through the Solar Ray. On board the Albion, Nina steals a core fighter and heads towards the falling colony. Inside, she finds Gato in a control room making final trajectory adjustments to the colony. She begs him to stop and pulls a

gun on him. A shot is heard and Gato falls to the ground, and is still able to make the trajectory adjustments. Kou stands on the other side of the room with the gun in hand that shot Gato. Gato gets up and starts to walk towards Kou who threatens to shoot him again. Nina suddenly pulls a gun on Kou and fires a warning shot at him. She leaves the control room with Gato leaving a stunned Kou behind! In a corridor, Nina patches up Gato's bullet wound. Gato then punches Nina out, and apologizes to her. He then returns to his mobile armor with Nina and leaves. Kou returns to the GP03 and takes off as well. He meets up with Gato and the two engage each other in battle. An angered Basque fires what is left of the Solar Ray at them. The colony spirals into the Earth, leaving a "stardust" trail encircling the Earth. The Federation warns the Axis fleet, which is picking up the remaining survivors of the Zion, fleet to leave the area. Gato, after dropping off Nina on board the Axis ship, heads towards the Federation Blockade, in order for the surviving Zion forces to break through. He takes out several cruisers before slamming his mobile armor into one, exploding along with the cruiser.

At a later time, Kou stands trial for stealing the GP03. He is given a one year jail sentence. Also, Captain Sinapus is shot for disobeying orders....

0083.12.04: A new military group is formed called the Titans and most of the Albion crew join. The complete Gundam GP01, GP02 and GP03 program is completely deleted from the records, and Kou's sentence as well. Kou is reassigned to a base in North America.

0084.03.10: Kou, while walking on a field in front of the base, spots Keith testing a Gelgoog. He runs after the suit and stops in front of a jeep where Maula and Nina are seated. Nina turns to Kou and smiles at him....

#### THE END of Gundam 0083

#### Additional Characters:

Basque Om : (Federation) - Basque is in charge of the Solar Ray System that is set up to try and stop the colony from hitting the Earth. He is later to become the Senior Commander of the Titans.

#### Additional Mecha:

Gerbera-Tetra (Zion) - Cima's specially designed pink mobile suit.





# Silent Mobius

By Rick Fung & John Brisson



It is the year 2036. The earth has changed drastically over the past several decades. Acid rain constantly falls from a perpetual cloud cover. Cities are over-populated and experiencing wide-spread decay. Cyberpunk fiction has become a fact of life. Advances in technology have occurred exponentially. Worst of all though, there are creatures of supernatural origin now roaming the earth and terrorizing the general population.

What are these creatures? The police called them 'Creature Traps'. They call themselves 'Lucifer Hawks'. The first reported 'Creature Trap' case occurred in the year 2000. Due to the frequency of these cases, a special police force was needed to deal with this problem. So over the next three years the Attacked Mystification Police department or AMP was created. The AMP is a semi-secretive police force with more authority than the regular police. The extent of the AMP's authority is not even known by the regular police. The AMP has access to military level technology and other highly advanced hardware. Each member of the AMP was recruited because they have a unique capability and in some cases they didn't even know they had these powers. Currently the AMP consists of seven women: Katsumi Liqueur, Lebia Mavelick, Yuki Saiko, Kiddy Phenil, Nami Yamigumo, Mana Isozaki, and Chief Rally Cheyenne.



## Katsumi Liqueur

— Mage —

Voice:

Matsui Naoko

Height : 165 cm 5'5"  
 Weight : 52.0 kg 115 lbs  
 B-W-H Size : 83-60-85 33-24-33  
 Foot Size : 23.5  
 Blood Type : O  
 Eye Color : Blue Purple  
 Birth Date : August 1, 2006 (2028: 22)  
 Birth Place : Hawaii

Katsumi Liqueur could arguably be the most powerful member in the AMP. Katsumi is the daughter of Grand Wizard Gigelph Liqueur and as such is a powerful sorceress, by blood. Katsumi recently discovered that her father was partly responsible for the Lucifer Hawks invading the Earth since he opened a dimensional portal that now gives the evil Lucifer Hawks access to this world. Katsumi also inherited her father's mystic sword, Sword Emperor Groscoliner.

Groscoliner is a sentient sword, acting as both Katsumi's tactical adviser and teacher of the arcane arts. Katsumi's connection to the Lucifer Hawks has not been disclosed but there are hints of her being a 'living key'. It seems that Katsumi was used for opening the portal that the Lucifer Hawks access this world by. The portal cannot be closed if the 'living key' is killed or consumed.

Katsumi is currently romantically involved with police inspector Roy De Vice. She is very strong willed, tending to forget that AMP is a team and preferring to take on a Lucifer Hawk by herself. She hasn't had time to emotionally mature but acts professionally towards her police work. In the AMP, Katsumi has had to grow up faster than a normal person, but she does tend to take too much for granted. Katsumi sometimes acts as though her world was never turned inside out but she also recognizes the power that her internal suffering gives her. Katsumi is an A/V fanatic and can't tolerate spicy foods.



## Lebia Mavelick

Visionary

Voice:

Takashima Miyara

Height : 173 cm 5'8"  
 Weight : 54.0 kg 119 lbs  
 B-W-H Size : 93-61-90 36-24-35  
 Foot Size : 24.0  
 Blood Type : A  
 Eye Color : Blue  
 Birth Date : Mar 18, 2001 (2028: 27)  
 Birth Place : Los Angeles

Lebia Mavelick is the AMP's hardware and software expert. She designs most of the AMP's weapons and vehicles. Lebia also coordinates all the AMP's field activities, keeping Chief Rally informed at all times. Lebia has one of the highest rankings for a 'Visionary' in the world. Lebia was born into the network and is a naturally gifted netrunner. A 'Visionary' is capable of interlinking their brain with any type of computer system. Lebia developed three AI systems to aid her with netrunning. Her ability to obtain information has made her independently wealthy. Her working with AMP has been more rewarding than any of the financial gains she's made in the past.

Lebia may be a regular human but she has heightened reflexes, due to her 'Visionary' training. Lebia is very charismatic and yet she tends to keep to herself. The one thing that Lebia cannot tolerate is the reckless destruction of AMP equipment. She spends endless hours lecturing the members of AMP on this very point. Lebia is too obsessed with her work to become involved with anyone, but she acts very maternally towards her three AI systems: Huey, Dewey and Louie.

Lebia is sub-chief of the AMP and it was assumed that she would become chief when Rally became chief of Tokyo Police. Lebia refused to argue with Rally over the selection of Mana Isozaki as the new chief of AMP. Lebia realizes that she still has some growing up to do before being able to truly take on the position of chief of AMP. Lebia holds no ill feelings towards Mana for being selected for the position of chief of AMP but she does think that Mana should try being gentler with the members of AMP.



## Yuki Saiko

Precognacent

Voice:

Okamoto Asaiya

Height : 155 cm 5'1"  
 Weight : 46.0 kg 101 lbs  
 B-W-H Size : 78-58-82 31-23-32  
 Foot Size : 22.5  
 Blood Type : A  
 Eye Color : Brown  
 Birth Date : Sept 10, 2010 (2028: 18)  
 Birth Place : Japan

Yuki Saiko is the youngest AMP officer and as such is treated like the team's mascot. Yuki's main talent is precognition. Her visions are not always reliable and even she doesn't understand what they mean at times. Yuki has other powers beyond the precognition, but as yet she cannot control them. Her powers are ruled by her emotions and only really strong emotions can unleash them. Yuki as a child, was part of a top secret government operation and therefore her powers are not naturally endowed. Her childhood was spent with other children in the project and together they were to form the 'YUPER' weapon. The project was disbanded without any explanations, but years later came back to haunt her. Yuki is now the only living member of the project. A forced battle with another member has caused Yuki to hate her powers, avoiding their use unless it's to protect the people she cares about.

Yuki's power is mainly for defensive use, but she is able to use it for offensive situations when angry. Since Yuki grew up in isolation, she tends to be very naive when it comes to many things. Yuki still receives financial support from the government and uses the money to operate a small coffee shop. She is at a point where she can fight back with her powers and defeat a Lucifer Hawk.

Yuki's main job is to coordinate with the regular police force in keeping the public out of the areas infested by Lucifer Hawks. She handles most of the 'paper work' around the office. Yuki tends to be modest, ill suited to the stressful combat situations the AMP has to deal with and on occasion has broken into tears. Yuki thinks of the AMP as her family and, like all families, they get into the occasional fight.



Kiddy Phenil is of aboriginal decent. 70% of her body is combat system cybernetics. At the age of 18, Kiddy was in the Tokyo Special Investigations Branch when a rogue android killed the entire unit and left her to die. Kiddy lives her life as a tortured soul, not able to live a normal life, although now she has Ralph Bomaz to help make life more tolerable.

Kiddy's main function in the AMP is to be the 'muscles' of the team. Her combat cybernetics allow her to jump onto or off of twenty storey buildings. Kiddy is the most outspoken of the group and has no qualms about letting people know what she thinks of them. She can be very brusque at times; this is an emotional barrier that she uses but that Ralph Bomaz managed to see through. Kiddy is the best trained police officer in AMP, having started out as a regular police officer and then having become a cyborg.

Since Kiddy's life was literally destroyed at the age of 18, the only thing that kept her alive was the thought of revenge. She went so far as to replace her original cybernetic implants with combat ones. She became obsessed and withdrawn and was kicked off the force, which was as traumatic as losing her body. Kiddy still has a problem controlling her rage but she uses it in her work. The rage keeps Kiddy on alert and that prevents the Lucifer Hawks from catching her by surprise.

Nami Yamigumo is a Shinto priestess. Nami has lived most of her life in isolation with her family and, like Yuki, is a little naive at times. Nami is a very traditional person following the doctrines of her religion to the letter. Nami only wears her tradition clothing, but does wear the AMP cloak to show she's a part of the AMP. She tries to act tough when it comes to dealing with the Lucifer Hawks but tends to be easily frightened. Nami, being a Shinto priestess, has a natural desire to keep the AMP offices clean and can often be found sweeping them with a traditional straw broom.

Nami joined the AMP at the request of her father and Chief Rally. AMP was to give Nami the training her father felt would best prepare her for the family's test of passage. On Nami's 18th birthday she was given the test and after a long battle she claimed the responsibilities of her family. The Yamigumo family have all the captured spirits from around the world held in a set of underground caverns deep below the family temple. Nami takes great pride in having passed the test, happy that she has made her father proud and that she can continue the family traditions into the future.

Nami's main function is to create holding cells as such for the Lucifer Hawks but not all of Nami's 'Traps' are strong enough. The higher level Lucifer Hawks have been known to get out of some of Nami's 'Traps' and in these cases Katsumi usually has to terminate the Lucifer Hawk.

Rally Cheyenne is the chief and founder of the AMP. She is still in charge of AMP, even though she is now the chief of police for all Tokyo. Rally demands a daily status report from the new AMP chief, Mana Isozaki. Rally is a very mysterious person, none of the members of AMP know anything about where she comes from. Only Mana, who has known Rally longer than any of the others, knows that in fact Rally is half Lucifer Hawk and half human.

Rally's mother was apparently taken during the first Lucifer Hawk invasions. Rally was born on Nemesis and so was her sister Rosa. Rally decided to go to earth in an attempt to end the invasions by the Lucifer Hawks. Rosa comes to earth with an ultimatum for Rally, return to Nemesis or face death. It comes down to a simple choice for Rally, she no longer has any ties to Nemesis and will stay with the AMP. Rally has accepted the AMP as her new family and they accept her even though they now know her heritage. The position of Tokyo police chief had been on offer to Rally for some time and she has now taken the position but only to distance her from the AMP. Rally knows that the AMP can only be effective if it fights the Lucifer Hawks and not worrying about Rally's safety.

Mana Isozaki is the most recent member of AMP and the new chief of AMP. Mana's powers are akin to those that Katsumi possesses but whether she is more powerful is not known. Very little is known about Mana, so the other members of AMP are leery of following orders from this stranger in their midst. Mana has known Chief Rally for a number of years and they met long before the formation of AMP. It could be suggested that Mana turned down joining AMP to pursue a personal battle with the Lucifer Hawks and that only now Mana's personal battle is in line with that of AMP. Mana also knows Nami's older sister as well as Katsumi's father.

## Kiddy Phenil - Cyborg -

Voice:  
Tsuru Hiromi



Height	:	166 cm	5'5"
Weight	:	Unknown	
B-W-H Size	:	85-60-88	33-24-35
Foot Size	:	24.0	
Blood Type	:	B	Eye Color : Purple
Birth Date	:	Oct 4, 2005 (2028: 23)	
Birth Place	:	Australia	

## Nami Yamigumo - Priestess -

Voice:  
Honda Chieko



Height	:	159 cm	5'3"
Weight	:	48 kg	106 lbs
B-W-H Size	:	80-59-82	31-23-32
Foot Size	:	23.0	
Blood Type	:	AB	
Eye Color	:	Purple	
Birth Date	:	June 26, 2008 (2028: 20)	
Birth Place	:	Japan	

## Rally Cheyenne - Mage -

Voice:  
Fujita Shitoko



Height	:	176 cm	5'9"
Weight	:	55 kg	121 lbs
B-W-H Size	:	88-63-90	35-25-35
Foot Size	:	24.0	Eye Color : Blue
Birth Date	:	Unknown	
Birth Place	:	Nemesis	

## Mana Isozaki - Mage -

Height	:	170 cm	5'7"
Weight	:	52.5 kg	116 lbs
B-W-H Size	:	86-59-87	34-23-34
Foot Size	:	24.5	
Blood Type	:	B	Eye Color : Brown
Birth Date	:	Jan 31, 2000 (2028: 28)	
Birth Place	:	Japan	

'Silent Mobius: The Motion Picture' centres on Katsumi, as does 'Silent Mobius 2' but she shares the spotlight with Yuki. Both movies have been melded together to form the basis of Side 5 of the manga. The manga has a more diverse coverage of the characters. Each member of the AMP get her own chapter and this helps round out the reader's view of the team as a whole. Katsumi is still the main focus of the series but she can't fight all the invading Lucifer Hawks on her own. On two occasions Katsumi has been under the control of Lucifer Hawks and the AMP has had to rescue her. It was during one of these incidents that Mana risked her own life and stated that Katsumi's life must be protected at all costs. Most of the stories involve the character's past coming back to haunt them. Kiddy encounters the android that was responsible for her becoming a cyborg. Yuki must battle with a childhood friend turned evil, in an ESPer power struggle. Nami must claim her family's responsibilities. Lebia must stop a rogue AI from destroying Tokyo. The main stories concentrate on the AMP's battles with the Lucifer Hawks.

This is the world of 'Silent Mobius'. The series was created by Kia Asamiya who also created 'Compiler' and 'Dark Angel'. Silent Mobius first appeared several years ago in the weekly editions of Comp Comics. Its popularity in Japan inspired VIZ comics to publish a English translation of the series. VIZ publishes Silent Mobius in a mini-series format where each mini-series covers two or three chapters of the original series. The English edition changes AMP from meaning Attacked Mystification Police to Advanced Mystery Police department. VIZ is currently printing the third mini-series which covers most of Side 3. The original series comes in 5 compilation volumes and each Volume is referred to as a 'Side'. A sixth volume is currently in the works. In the summer of 1991 the series hit the big screen. There were some changes, the uniform was slightly different and a couple of the character's hair styles were reworked. The movie was a major success and so in the summer of 1992 a sequel was released to rival the first. It also created a mass of merchandise from CDs to posters.

## Technical Section

### Police Spinner 'Stozwind':

There are two types of Spinner used by the AMP. One is a slightly bigger two person vehicle and then there is the single pilot combat vehicle. The combat Spinner is a new military issue vehicle with modifications for AMP use.

**Max Air Speed** : 890 Km/h

**Max Air Speed** : (Inner City) 560 Km/h

**Max Ground**

**Speed** : 280 Km/h

**Capacity** : 1 Person

**Length** : 6.50 m

**Width** : 2.36 m

**Height** : 1.40 m

**Weight** : 4.40 t

### Sky Limousine:

This is one of the many 'perks' that Rally enjoys as the chief of AMP.

**Max Air Speed** : 680 Km/h

**Max Air Speed** : (Inner City) 450 Km/h

**Max Ground Speed** : 220 Km/h

**Capacity** : 7 People

**Length** : 9.50 m **Width** : 2.50 m

**Height** : 1.75 m **Weight** : 5.60 t

### Battle Cruiser 'Roger Karl

#### CEF-001B Shimu Lugu':

Lebia is the only member of AMP qualified to fly the battle cruiser.

**Max Air Speed** : Mach 3.3 (3920Km/h)

**Max Air Speed** : (Inner City) 560 Km/h

**Capacity** : 6 People **Length** : 26.00 m

**Width** : 16.50 m **Height** : 7.20 m

### D.H.P. (Dummy Human Projections):

The DHP is a highly advanced hologram system that was build by Lebia and Katsumi. This system is more than just a visual system, the projections are solid and able to talk. The other unique part of the system is that it contains a small amount of blood from the person it must imitate. The DHP is usually used to set up traps for the Lucifer Hawks, making them think that the AMP has been caught off guard.

### Graviton Gun:

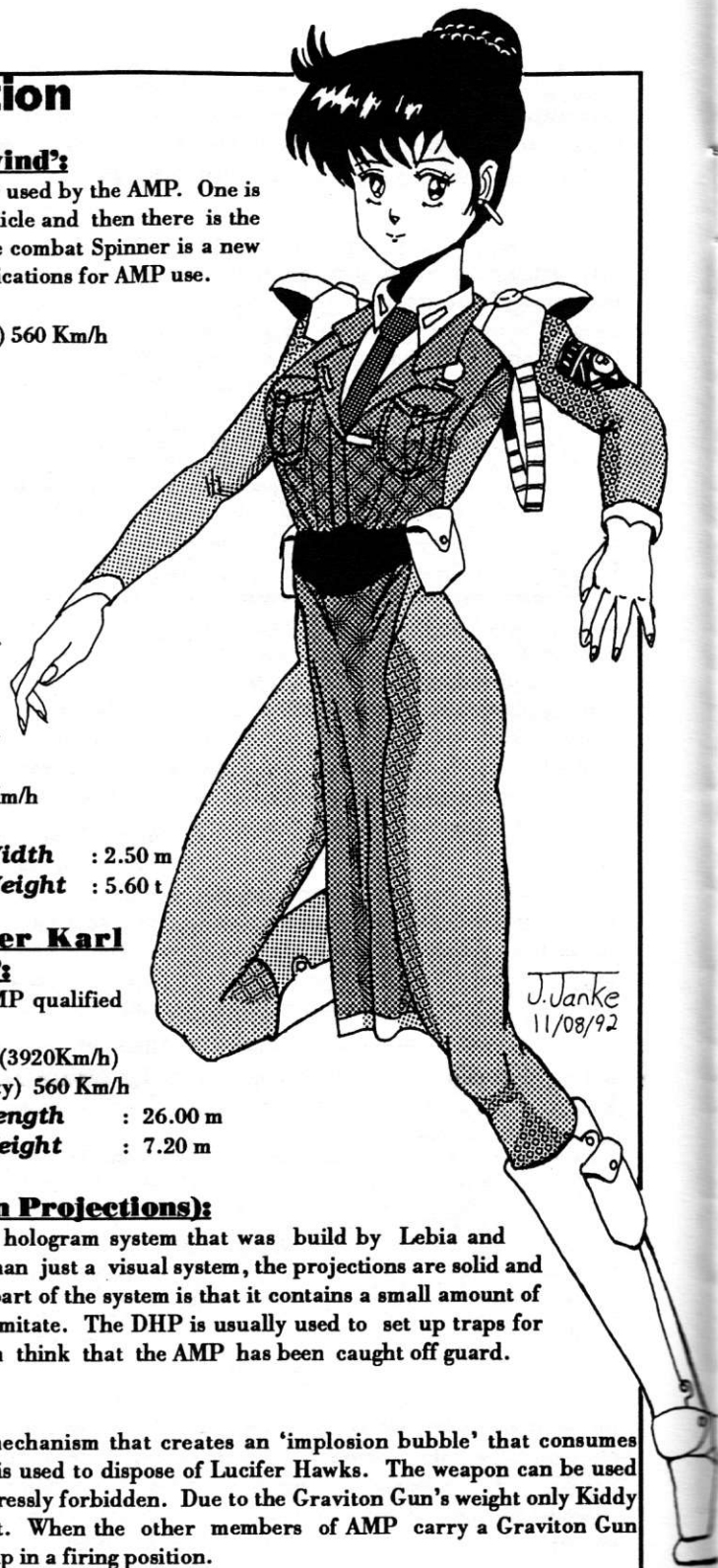
The shell is a time delayed mechanism that creates an 'implosion bubble' that consumes everything inside. This weapon is used to dispose of Lucifer Hawks. The weapon can be used against humans but that is expressly forbidden. Due to the Graviton Gun's weight only Kiddy carries it as standard equipment. When the other members of AMP carry a Graviton Gun they need both hands to hold it up in a firing position.

### Hand Blaster:

The AMP blasters are designed to slow down a Lucifer Hawk or at least distract it long enough for help to arrive. The lower level Lucifer Hawks can actually be killed by a hand blaster. The newer blaster is capable of harming a Lucifer Hawk while not harming any human that might get in the way.

### Stun Stick:

This is a standard issue item for all police units in Tokyo. The stun stick provides an electrical discharge at a set level. Lebia has modified the AMP's stun sticks to give an electrical discharge capable of killing an elephant. The AMP stun sticks are fully adjustable, so they could still be used to lightly stun an average human.





# THE B.A.K.A. ANIME JUKEBOX

## Silent Mobius Music Album II - Emergency

Kitty Records - KTCR - 1063

Review by John Brisson

T#	Track Title	Time	Notes	Rating
1	Dawn	3:49	Instrumental	09
2	Look at the Blue Void	4:24	Song	08
3	An Omen of Death	4:07	Song	06
4	Repetition	4:48	Song	08
5	Hourglass	5:13	Song	09
6	Moonlight City	5:10	Instrumental	08
7	Gai	4:22	Song	06
8	Struggle For Love	4:59	Song	09
9	Dreamer's Noise	3:11	Instrumental	09
10	Sleep Soundly Tonight	5:00	Song	08

OVERALL: Time: 45:19 Rating: 8.0



Only tracks 3 and 7 should be skipped on this CD, other than those two, the remaining songs and instrumentals are truly spectacular. "Hourglass" is my favorite song on this CD and "Dreamer's Noise" is my favorite instrumental. Overall this CD is great but it only runs a total of 45 minutes and 19 seconds, less than that when you skip track 3 and 7. Only recommended for true Silent Mobius fans. Price ranges from \$30 - \$32 (US).

## Ranma 1/2 Opening Theme Song Collection

Pony Canyon - PCCG - 00190

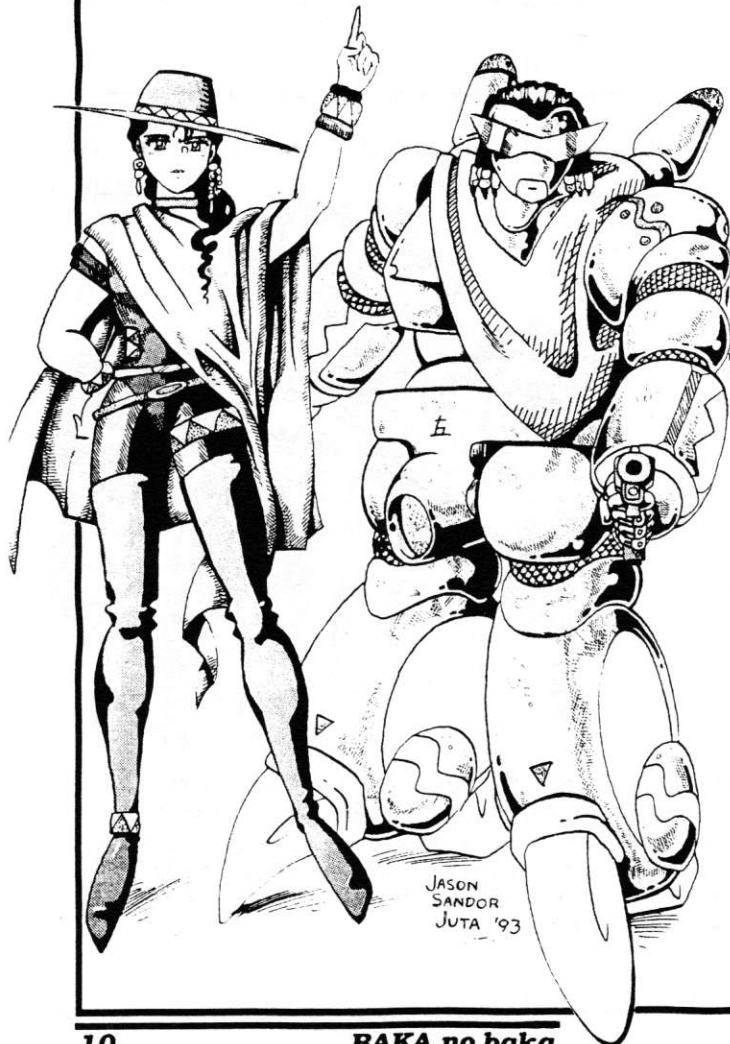
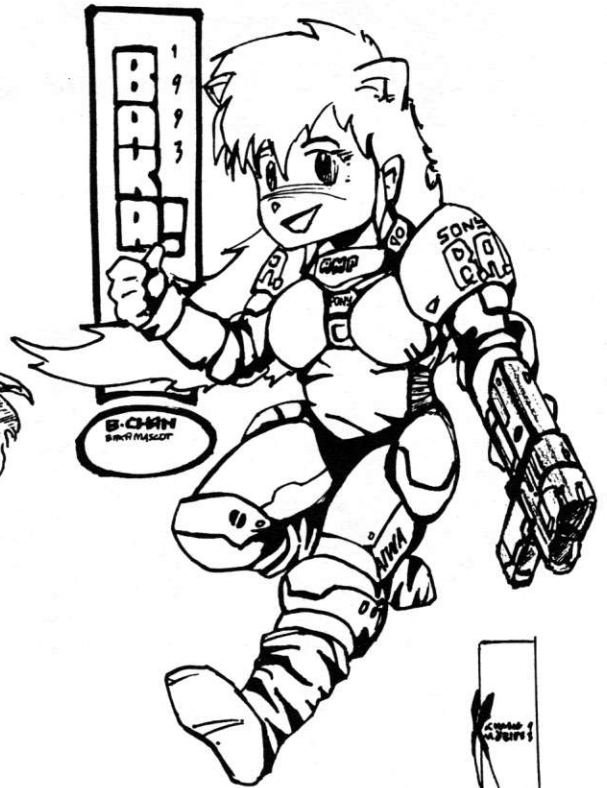
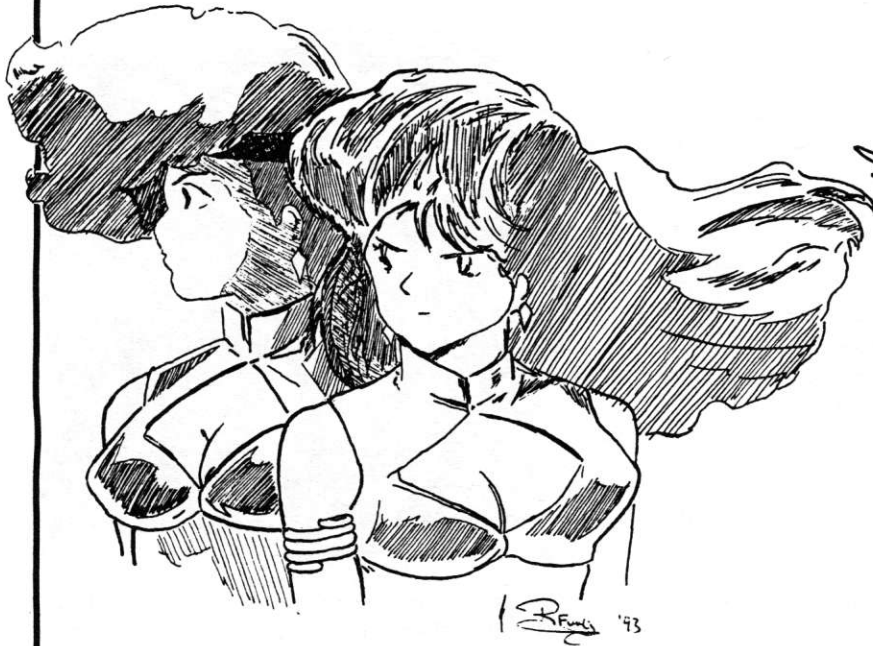
T#	Track Title	Time	Notes	Rating
1	Jajauma ni Sasenaide	3:26	First series opening	10
2	Little Date	4:14	Nettouden Op.#1 (Ep. 7-13)	10
3	Omoidega Ippai	3:53	Nettouden Op.#2 (Ep. 24-45)	08
4	Zettai! Part 2	3:34	Nettouden Op.#3 (Ep. 45-69)	06
5	Chikyuu Orchestra	3:45	Nettouden Op.#4 (Ep. 70-99)	07
6	Mou Nakanaide	3:39	Nettouden Op.#5 (Ep. 100-117)	08
7	Love Seeker Can't Stop it	5:10	Nettouden Op.#6 (Ep. 118-143)	05
8	Opening Narration	0:30	Nettouden (Ep. 1-23)	09

OVERALL: Time: 28:11 Rating: 7.9



This recently released CD is the answer to any Ranma fan who wants a collection of all the opening songs by the original artists from the TV series. Although the CD has only 8 selections and a shorter running time, it is well worth it for the excellent song selections and the lower price of only 1800 yen! By far the best selections on the CD are Tracks 1 and 2. Who can forget the very addictive first series opening theme that starts off with "Yappappa Yappappa inshanten....". Also featured on this CD is the humorous opening narration from the earlier Ranma Nettouden episodes. This CD is a must for any one who enjoys Ranma and is destined to spend many repeated plays in a CD player. What more can any Ranma fan ask for? How about all the closing Theme songs, available on the CD "Ranma 1/2 Closing Theme Song Collection", which can be considered as the second volume to this CD. Price ranges from \$20 - \$24 (US).

# STUDIO BAKAIO





# MANGA! MANGA!

## BIO-BOOSTER ARMOUR GUYVER

Interpreted by John Brisson

### Background:

Shou Fukamachi is the main character of this story, but his friend Tetsuro Segawa also figures prominently into the story. 'GUYVER' is a reluctant hero story. Shou doesn't want the GUYVER but he's stuck with it.

The core of the story revolves around the evolution of the human race. It's revealed that aliens came to Earth to create an army of bio-weapons. The aliens wore the GUYVER units as space suits on Earth. They created humans to disguise the true bio-weapon power hidden in their army. The GUYVER was turned over to humans to help control the untrained Zoanoids created by the aliens. With the Zoanoid population under control, the aliens then had to deal with the GUYVER humans. It was decided that the humans were too hard to control and so the aliens abandoned their project on Earth. One of the alien ships had been wrecked when they arrived and so it was left behind. KRONOS located the ship and sent a large group of Zoanoids inside to explore the ship. None of the Zoanoids came back alive. A dead Zoanoid was found in a surface 'airlock' and in its arms were the three alien pods, the GUYVER pods.

The Series is still running, currently in its ninth compilation volume. The series was made into a movie and then an OVA series was started. The OVA series is closer to the original manga than the movie version. A live action, Hollywood movie was also made but it makes the Zoanoids out to look like oversized 'Gremlins'. The video versions of 'GUYVER', are more action oriented and the real plot behind the whole story is lost. It would be a great loss if GUYVER was just overlooked because of a few bad videos. The manga was created by Yoshiaki Takaya and it first appeared in the weekly Shonen Captain Comics in 1986.

The GUYVER transformation was based on a number of live action super hero shows of that time, like Kamen Rider.

### Chapter 1: Arrival! - The miracle of strength amplifying armour!

A lone truck drives along an empty road in the dead of night. The driver and his only passenger are arguing. The passenger wants the driver to stop so he can take a washroom break. The driver tells his passenger that he'd like to stop but that he has orders not to stop until they've reached the mountains. The passenger tries again to get the driver to let him out, but the driver

police found. One of the classmates notes that it looked like a Gorilla had crushed the body. The banter is cut short by the arrival of Mizuki Segawa. Mizuki asks Shou why he's not at the Student Association meeting and Shou realizes he's in trouble. Shou leaves with Mizuki to attend the meeting and his friends joke about him just being the club's secretary. Shou apologizes for being late to the meeting and the club president, Agito Makishima tells him that nothing important was missed. Shou misses Agito's intended sarcasm. Mizuki notes it and feels that he's being a little too hard on Shou. The meeting then proceeds with Shou taking down all the minutes.

A van passes by outside the school, headed towards a nearby wooded area. In the back of the van is a group of strangely garbed soldiers. The lead Trooper is telling his men that their quarry escaped in this area and that he has not been fully



explains that the package they are transporting must reach the mountain facility immediately. The driver is suddenly startled into slowing the truck and the passenger uses this opportunity to jump from the truck. The driver quickly brings the truck to a full stop. Running after the passenger, the driver kicks the him before he can regain his feet. The driver then notices the package has broken open in the scuffle. Three alien objects fall out of the bag and the driver asks the passenger what they are. The driver only hears a deep growl behind him and turns to face a deadly monster.

Shou Fukamachi is listening to his friends talk about the crushed body that the

recovery of the 'UNITS' is to be their top priority and that 'Jikkentei' should be killed if he interferes. The van pulls to a stop and the Troopers quickly disembark into the woods. Jikkentei hears the Troopers. He arms an explosive device and then hides it along with the package. The Troopers arrive and their leader calls him 'Morumot'. This upsets Jikkentei who turns into his Zoanoid battle form. The lead Trooper removes his helmet and also transforms into his Zoanoid battle form. Jikkentei watches as Greggol completes his transformation and then the two monsters go into battle. Greggol calls his opponent a fool and then proceeds to twist Jikkentei's arms off. While Jikkentei meets his fate, the explosive he set continues to tick towards detonation.

It's after school and Shou runs into his friend Tetsuro Segawa. The two friends go through the woods to get home and Tetsuro starts to lecture Shou. Shou gets upset and tells Tetsuro to stop treating him like a kid. Tetsuro retorts by saying that he was only trying to provide

Continued on page 22...

# Kimagure Orange Road

## TV Epiosde Guide - Part 3

By Vlad G. Pohnert

All manga volume and page references are based on the soft cover editions and not the hard cover ones.

### Episode #25 - "Risky Self Hypnosis! Kyousuke-kun Changed!"

Manga Equivalent Story: "Kyosuke Transforms" (V. 5, Page 7)

Episode Description: Kyousuke, tired of being indecisive, hypnotizes himself into having a strong will. This ends up with Kyousuke behaving in a totally different manner. At school, he surprises everyone by saying what's on his mind, impressing everyone in sports and taking risks. By lunch time, he becomes very popular with the girls to the dismay of Hikaru. After school, Kyousuke invites a surprised Madoka out on a date; she reluctantly agrees. He ends up taking her to a disco, where his forward behavior surprises her. She excuses herself to go to the restroom, and after she returns, she sees him flirting with two other girls. An angry Madoka grabs Kyousuke and drags him outside. There he makes advances towards her. In response, she dumps him into a fountain and soaks his head over and over in the water. An upset Madoka then calls him an idiot and leaves. This snaps Kyousuke out of his hypnotic state and he is left to wonder what has happened. The next day Kyousuke is left the challenge of explaining his actions to his friends and schoolmates...

### Episode #26 - "Kid Kyousuke Approach to Madoka"

Manga Equivalent Story: "Let's Change" (Vol. 6, Page 7)

Episode Description: After Kyousuke has an argument with Madoka, Kazuya suggests to him that if they switched minds, Kyousuke would be able to read Madoka's thoughts. Kyousuke agrees, and Kazuya hits his head against Kyousuke's, resulting in a switching of minds. Hikaru shows up, and Kazuya (in Kyousuke's body) takes her to a movie. Kyousuke (in Kazuya's body) ends up following Madoka trying to read her mind. He runs into a punk who picks him up and is about to beat him when all of a sudden Madoka shows up. She ends up beating up the punks, but in the process gets wet from a fizzling can of pop thrown at her. She takes Kyousuke to her house and he becomes embarrassed as Madoka takes off her wet clothes and changes. He spots a picture of Madoka and Kyousuke (the one he gave her in episode 8). Madoka tells him not to tell Kyousuke! Kyousuke tells her goodbye and runs off. He meets up with Kazuya and wants his body back. Kazuya ties him up and tells him he is going to go kiss Madoka at

Abcb. He is about to kiss her when Kyousuke arrives and charges towards Kazuya, hitting him in the head and returning their minds to the rightful bodies. They are sent flying and Madoka looks on in bewilderment. Later, Kyousuke enters the changing room to find Madoka changing. She slaps him and Kyousuke thinks to himself now that he is not in Kazuya's body anymore, he cannot excuse himself from these kind of situations....

Comments: The movie Kazuya and Hikaru go to see parallels the situation that happens after. The English dialogue in the film is worse then even North American dubbed tapes!!

### Episode #27 - "Target Madoka Kyousuke's Man's Proof"

Manga Equivalent Story: "The Puzzling Accident" (Vol. 4, Page 51)

Episode Description: Kyousuke learns from his sisters that Madoka has been in an accident and has been injured, and thus goes to visit her. At Madoka's house, he finds Hikaru taking care of Madoka who has one of her legs and arms all bandaged up. Later, Kyousuke is confronted by a gang looking for Madoka. That night, Kyousuke has a dream in which he is helpless to stop the same gang of girls from brutally beating up

### Ushiko-san & Ushao-san

Ep #	Description	Time
#25	Dancing in the Disco	17:00
#26	On a bicycle	21:00
#27	Arguing on the sidewalk	7:00
#30	Working in a fast food place	12:30
#31	After falling down a waterfall	17:30
#32	Travelling in H.G. Wells time machine	21:00
#33	Hiking on a trail with a horse	16:30



Madoka. He wakes up and decides that it is up to him to protect Madoka from the gang. He spends the next couple of days making sure Madoka is safe. While Hikaru is filling in for Madoka at Abcb, the gang shows up looking for Madoka. Hikaru tells them she is Madoka and a fight breaks out! When Madoka and Kyousuke arrive, they find a beaten Hikaru. Madoka angrily challenges the gang of girls who are still around to step outside. There, she takes off the dressing covering her arm and starts to take on the whole gang. Suddenly, the gang's leader shows up. She thanks Madoka for saving her sister's pet dog from a truck and asks her gang what is going on. She learns that they thought they were to beat up Madoka instead of thanking her when she told them to go "settle with Madoka for her"...

**Episode #28 - "Big Decision! Manami-chan's Big Adventure"**

**Manga Equivalent Story:** "Manami's Adventure" (Vol. 12, Page 157)

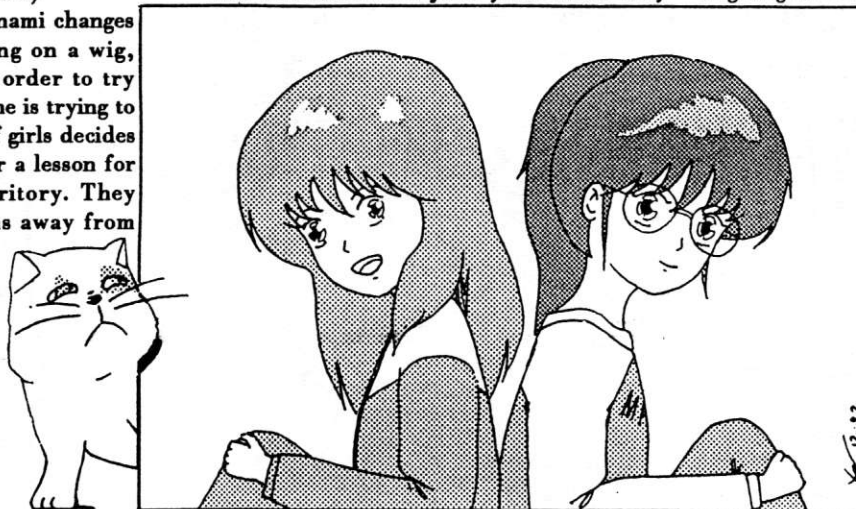
**Episode Description:** Manami changes her appearance by putting on a wig, contacts, and makeup in order to try and find a boyfriend. As she is trying to find a boyfriend, a gang of girls decides to beat her up to teach her a lesson for boy hunting on their territory. They confront her, but she runs away from them. Kyousuke ends up saving her from the gang. Manami thanks Kyousuke for rescuing her, but she cannot see that it is her brother since her vision is bleary as a result of losing her contacts. Her voice sounds familiar to Kyousuke who wonders who she is. They talk at a park bench, after which Kyousuke invites her to the amusement park. While riding on the Ferris wheel, Kyousuke finally realizes that the girl is his sister Manami. Kyousuke decides not to tell Manami who he is so that it will not spoil her "date". They spend the rest of the afternoon enjoying themselves at the amusement park. Later, Kyousuke tells Manami that he must then leave and that she should go home so that her family will not worry about her. After he is gone, the gang surprises Manami. They are about to slap her around when Madoka shows up and fends them off. After the fight, Madoka gives Manami her glasses from her bag and tells her she looks better with them on. Manami thanks her and returns home...

**Episode #29 - "Don't Cry Jingoro; Period of Love and Seishun"**

**Episode Description:** The family wonders what is wrong with Jingoro and concludes

that maybe he is in heat. Kyousuke talks to Madoka about Jingoro. She suggests to him that Jingoro may be lonely since he spends every day by himself at home. Kyousuke goes to ask Hatta & Komatsu for their help in finding a companion for Jingoro. Kyousuke, along with his sister, takes Jingoro to the park. There they meet Hatta & Komatsu who have rounded up a gang of kids with their female pet cats for Jingoro to choose from. Meanwhile, Hikaru is at Madoka's house helping come up with a name for the female cat Madoka has found. Jingoro seems to be uninterested in all of them, and Kyousuke finally asks if Kazuya can switch minds with Jingoro so that they can find out what Jingoro is feeling. When they transfer minds, Jingoro (in Kazuya's body runs off, while Kazuya (in Jingoro's body) goes crazy. Kyousuke picks up Kazuya and chases after Jingoro. Madoka and Hikaru, along with the cat, are out walking. They are picked up by some guys who take them to a junk yard where they

watching a guy who is playing an impressive game of soccer and concludes it must be him. Later at Abcb, Kyousuke learns from Hikaru that the guy is the star striker of the soccer team and his name is Jun Hayami. The next day, Kyousuke sees Madoka leave with Jun. Madoka tells Jun that she is sorry about not answering his letter and asks him if he is really leaving. Jun tells her that he is due to join his father's business. Next, it looks to Kyousuke as if Madoka is giving Jun a kiss! Later at home, Kyousuke is shocked to learn that Kurumi has a date with Jun. He convinces Manami to dress up as Kurumi so that she can switch places with Kurumi and learn the truth from Jun. Manami ends up doing just that. She tries to ask Jun if there is another love in his life, but his looks and charm totally mesmerizes her and she leaves, switching back with Kurumi. Jun and Kurumi walk to a park where she gives him a towel with his initials that she has made for him. It is then he tells her that he is going to be moving away. This makes



Kurumi cry. Kyousuke, who has been watching this, thinks that Jun is breaking her heart by telling her about that he loves Madoka. He goes over to assault Jun, at which time Madoka and Hikaru arrive. Finally, Madoka tells Kyousuke that she had arranged Jun's date with Kurumi. Upon hearing this, Kurumi storms off angrily! That night, Madoka and Hikaru are seeing Jun off - he's leaving on a boat. When Kyousuke and his sisters arrive, Jun tells Kurumi that he will use her towel and treasure it. That makes her very happy...

**Episode #31 - "Madoka and Yusaku!! Runaway March!"**

**Episode Description:** Yusaku declares his love for Madoka. Everyone at school is shocked, especially Kyousuke. He discusses this with Hikaru, who blames herself for it since she told Yusaku earlier that she hates him. Kyousuke meets Hatta & Komatsu, who tell Kyousuke that they never thought Yusaku would take them seriously when they told him that to get closer to Hikaru he should go after Madoka so that Hikaru will get jealous. Kyousuke tries to see Madoka, but she tells him that she cannot see him right now. Later, Hikaru phones and tells Kyousuke that Yusaku has run away from home to the Unokawa waterfalls to commit suicide. Hatta & Komatsu come running in, telling Kyousuke that Madoka went with Yusaku to commit suicide also! Kyousuke

meet up with the guy's leader who has been kidnapping girls, using the cat as bait. Madoka takes on the gang and ends up beating up their leader. Kyousuke arrives, and both Jingoro and Kazuya switch back their minds. Jingoro runs towards his "mother", and in the end, finds out it is not really his mother after all...

**Comments:** This episode's story seems to be somewhat sloppy making this episode, in this writer's opinion, one of the poorer ones in the series.

**Episode #30 - "Leaf-like Story! Kurumi's First Love - Hell Edition"**

**Episode Description:** Late at night, Kyousuke finds Kurumi still awake in a depressed state. The next day, Kyousuke discusses with Hikaru and Madoka the fact that that Kurumi has been acting strange in the past several days. Hikaru suggests that maybe she might be in love with someone. Kyousuke spends the afternoon wondering who it could be. He finally spots Kurumi

rushes there only to find Madoka practicing Judo with Yusaku. Later, Madoka explains to Kyousuke that she was helping Yusaku regain his confidence in Judo. We find everyone at a judo match watching Yusaku fighting. He starts to lose until Hikaru inspires him on, but loses in the end after seeing Hikaru embrace Kyousuke....

**Episode #32 - "Birthday Comes Twice! Kyousuke Travelling Through Time"**

**Manga Equivalent Story-** "The Lucky Birthday" (Vol. 5, Page 49)

**Episode Description:** It seems everyone has forgotten or is not interested in Kyousuke's birthday. Kyousuke, while looking in the bathroom mirror, decides that he cannot trust anyone but himself. This results in himself hypnotizing himself into believing it. When Madoka arrives, he does not seem to recognize her and ends up grabbing her and throwing her on his bed. When he advances on her, she slaps him, bringing him out of his trance. Hikaru comes in and sees them. She runs off crying with Kyousuke chasing after her. He finally catches up with her at the stairs (the same ones as in episode 1) where she tells him she hates him and slaps him before running off. Kyousuke ends up slipping on the stairs and falling head first. When he wakes up he tries to find Hikaru. When he does though, she seems to remember nothing of what happened. She finally tells him that it is his birthday and they all are planning a surprise party for him at Abcb. Kyousuke, after looking at the time, realizes that when he fell down the stairs he time slipped himself back one hour. He rushes home to stop himself from doing what he did to Madoka. He succeeds, but almost has the same situation occur with Hikaru. He later talks with his earlier self and wonders what to do. Finally, they go to the stairs since one of them must fall down and time slip away. They end up arguing who will do it and both fall down the stairs. Kyousuke wakes up and finds only himself at the bottom of the stairs. He then goes to the party where everyone is waiting for him. There, Kyousuke is relieved that nothing serious has happened when all of a sudden his earlier self arrives!!...

**Episode #33 - "Strange Madoka 120% True With a Mushroom"**

**Manga Equivalent Story-** "Slapstick Mushrooms" (Vol. 10, Page 167)

**Episode Description:** Everyone is going on a hike. Master shows them a picture of a rare truth mushroom that grows only every ten years and causes anyone who eats it to tell the truth of what is in his or her heart. They use a straw lottery to pair up the girls with the guys. A joyful Hikaru ends up with Kyousuke. Everyone is out looking for the truth mushroom and starts to find them everywhere

after Kurumi changes all the mushrooms into truth ones. Kyousuke teleports over to Madoka, knocking her to the ground. When she gets up he notices that she has accidentally bitten into the truth mushroom she was holding. Madoka gets up and goes over to Kyousuke to kiss him. Just as she is about to do so, she is bitten by a snake. Kyousuke sucks out the poison from the bite and Madoka thanks him. She is about to kiss him just as Hikaru arrives and sees her. This causes Hikaru to run off crying. She ends up running toward a dangerous bridge. Kyousuke tries to convince Hikaru to get off the bridge. When she refuses, he goes after her. Upon reaching her, she asks him to bite into the truth mushroom she has so that she can truly find out who he loves. Kyousuke agrees and is about to do so when the bridge partly collapses causing Kyousuke and Hikaru to hang on for dear life.

Madoka arrives and uses a rope to lasso them and pull them off the bridge which collapses completely. Later, Kyousuke finds out from Kurumi that only a bite from something snaps a person out of it. Kyousuke thinks back to the snake bite and asks Madoka why she was about to kiss him after the bite. She smiles as they walk off, past a real truth mushroom...

**Episode #34 - "Root Search Panic Madoka in Wonderland"**

**Manga Equivalent Story:** "A Shake In The Camp" (Vol. 9, Page 29), "Roots Panic" (Vol.9, Page 51), "A Summer Snow Love Story" (Vol. 9, Page 71)

**Episode Description:**

Everyone is hiking in the woods on the way to Kyousuke's grandfather's place. After getting to there place, Kyousuke tries once more to ask his grandparents not to use their powers among his friends. Later, Grandfather tells Hikaru and Madoka the story of how Kyousuke's parents met and fell in love. In order to marry Kyousuke's mother, his father had to climb a mountain peak and bring back some snow for Grandfather's drinks. He set forth and did this task... A storm suddenly starts to pick up, and Jingoro accidentally falls into a river near the house. Kyousuke, Hikaru, Madoka, and Yusaku try to rescue him, but Madoka falls into the river. Kyousuke finally rescues her and takes her to a nearby hut. Since he realizes that Madoka will catch a cold in her wet clothes, he starts to remove her shirt! As he is unbuttoning her shirt, Grandfather comes in. Madoka wakes up and wonders why her shirt is unbuttoned! That night, everyone goes to the fire festival in the valley. There, Madoka tells Kyousuke that a woman always hopes that a man will succeed for her. Madoka suddenly spots a doll that she likes at a target shooting game. Kyousuke plays the game and wins the prize for her...

**Comments:** This story introduces us to Kyousuke's grandparents. This is the only episode that shows us what Kyousuke's mother looks like.

Continued on page 23...







## KIKI'S DELIVERY SERVICE

By Greg Fink

The movie opens with a young girl beginning to pack her things. She is preparing to leave her home and begin a new life in a distant town - something that happens every day. The only difference is that Kiki is a young apprentice witch, complete with broom and her black cat, Jiji. Kiki is leaving home in order to gain some experience in the real world, to see if she can survive on her own.

The plot revolves around her efforts to find a use for her talents in the outside world. Kiki starts her own business as an airborne delivery service for the local baker. At first she has a little trouble getting business, but in time she becomes very successful. In fact she begins to do special delivery projects outside of the bakery.

That is how she meets Tomba. He is a young inventor (shades of Secret of Blue Water?)

intent on learning to fly. He is very close to success and plans to try his new self-powered plane in the near future. Here Kiki

must begin to deal with a whole new set of feelings. For the first time, she feels a need to be accepted, both by the community and by people her own age. More importantly, she must come to terms with the strange feelings she has for Tomba.

At this point, something must be said about Jiji, Kiki's cat. This cat has the ability to talk with Kiki and acts as her confidant and friend. Some of the funniest moments of the film revolve around Jiji - the best being a delivery Kiki must make to a small

child. An aunt is sending the boy a small stuffed cat, but a cross wind causes Kiki to drop the doll in mid flight. Jiji "volunteers" to be a stand in for the toy until Kiki can find it. Jiji has a tense moment when the family dog checks out the new toy - a great scene which has to be seen to appreciate the humor.

Despite such moments of humor, Kiki faces a serious problem. The more she grows up, the more she loses her powers. It even comes to the point where she can't understand Jiji. That really is the central plot of the movie. Learning to deal with the changes associated with growing up is reflected all throughout the second half of the plot. In the end, Kiki realizes that just because she is older, it doesn't mean she can't be a witch. She comes to this realization, and regains her powers in time to get Tomba out of a bit of trouble. Happily she goes on, confident in her abilities as a witch and as a functional member of the society.

Many of Miyazaki's movies deal with the ascent into adulthood that all people have to make. Nausicaa had to become the leader of her world, Pazu had to find within himself the courage to pursue a dream, and Kiki just had to...had to do many things. The story itself is an old one. The notion of needing to strike out on your own in order to fully realize what you are and what you could be is almost universal. Even the plot line for Kiki's isn't new, as it's based on a popular Japanese children's tale of the same name by Eiko Kadono.

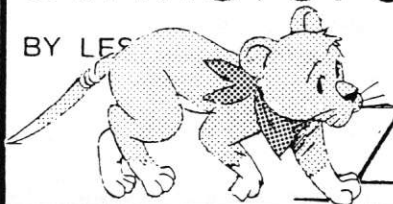
But what is it that makes this story different? I would say that it is its ability itself to apply to the lives of the viewer. In this movie, unlike the previous ones, the setting and the situations reflect modern times.

Kiki's Delivery Service shows what it is like for members of the otaku generation to grow up. It shows that you can grow, and still retain the essential things of your

youth. It is by far one of Miyazaki's best efforts, and like most of his work, immensely popular with all audiences. If you haven't yet seen this movie, seek it out. It is worth the effort - and who knows? Maybe even you will hum the theme for a week after you see it.

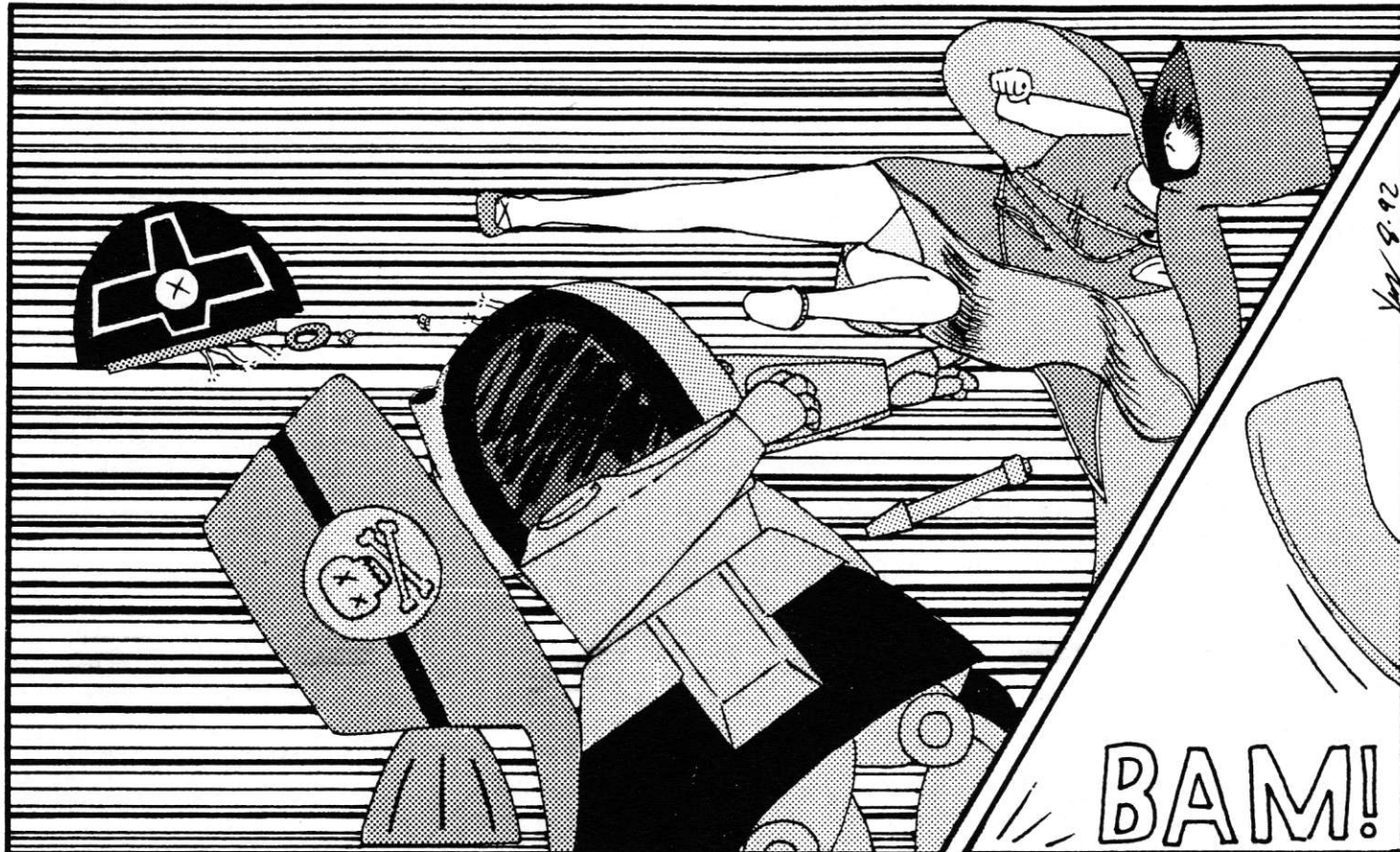
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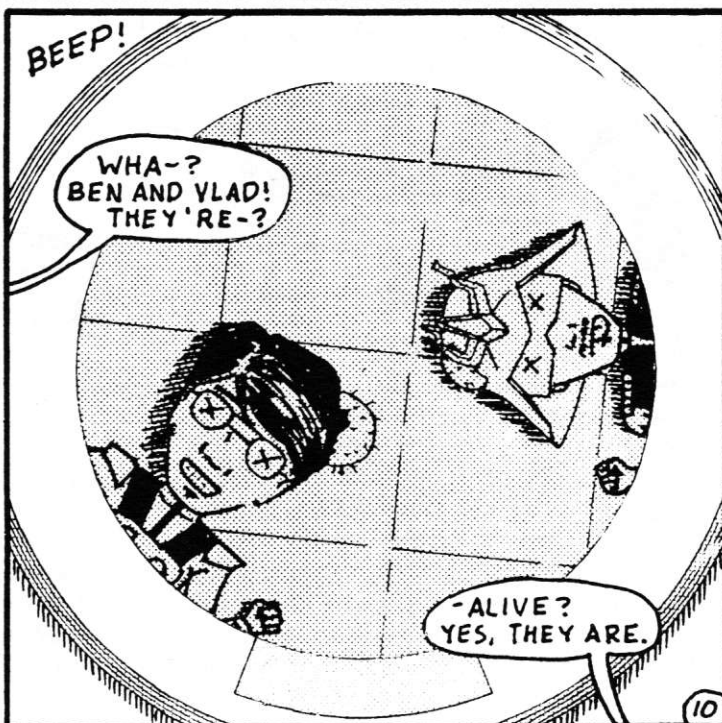
PART 3



BAM!



VENGEANCE FOR  
THE "DEATHS" OF  
YOUR FRIENDS IS  
UNNECESSARY.  
OBSERVE...

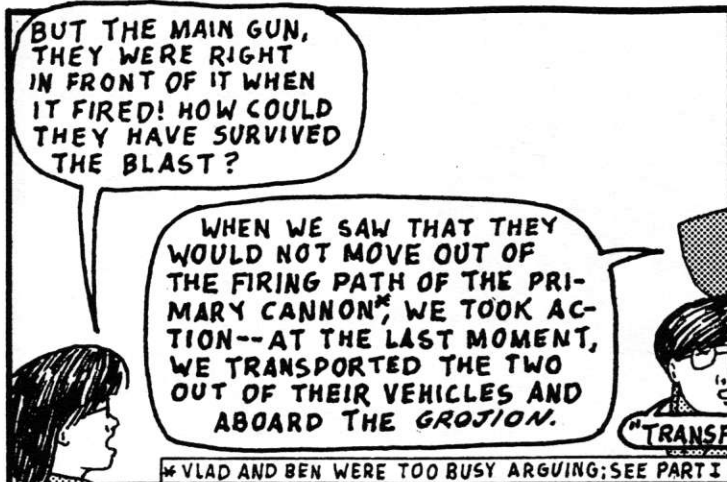


BEEP!

WHA-?  
BEN AND VLAD!  
THEY'RE-?

-ALIVE?  
YES, THEY ARE.





BUT THE MAIN GUN, THEY WERE RIGHT IN FRONT OF IT WHEN IT FIRED! HOW COULD THEY HAVE SURVIVED THE BLAST?

WHEN WE SAW THAT THEY WOULD NOT MOVE OUT OF THE FIRING PATH OF THE PRIMARY CANNON\*, WE TOOK ACTION--AT THE LAST MOMENT, WE TRANSPORTED THE TWO OUT OF THEIR VEHICLES AND ABOARD THE GROJON.

"TRANSPORTED"?

\*VLAD AND BEN WERE TOO BUSY ARGUING; SEE PART I



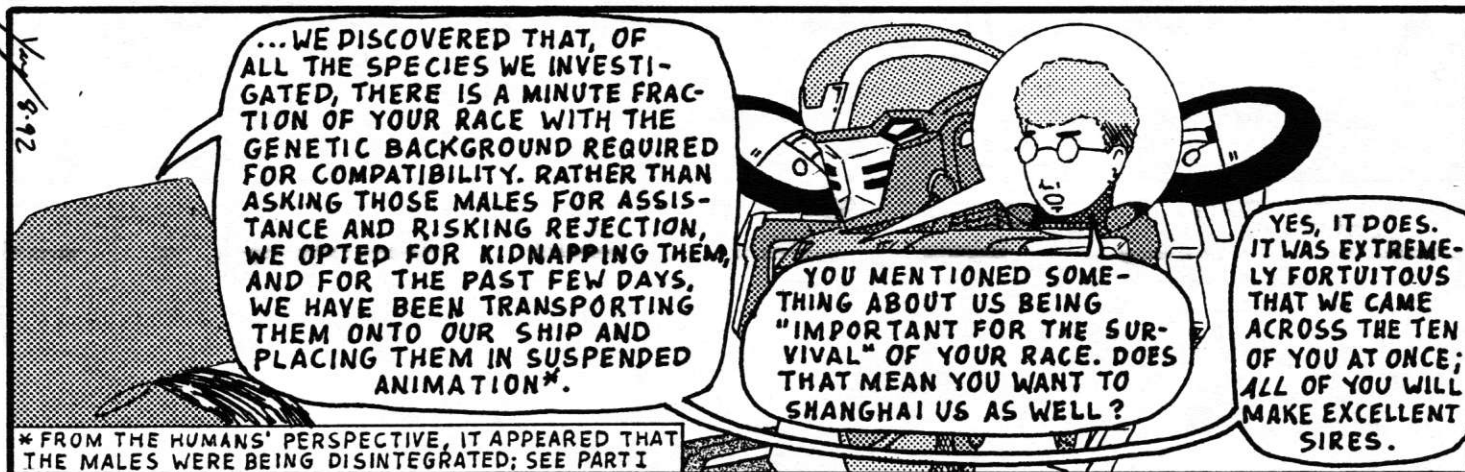
OUR RACE POSSESSES THE TECHNOLOGY TO TRANSPORT MATTER AS ENERGY.

WHY DID YOU SAVE THEM? AFTER ALL, WE WERE GOING TO ATTACK YOUR SHIP.

WE COULD NOT AFFORD TO LOSE THEM. THEY, LIKE THE REST OF YOU AND THOSE LIKE YOU, ARE IMPORTANT FOR THE SURVIVAL OF OUR RACE...



... YOU SEE, MY PEOPLE WERE RECENTLY INFECTED BY A VICIOUS PLAGUE. AND BY THE TIME OUR SCIENTISTS FOUND A CURE, CLOSE TO 50% OF DESSERTMIUM'S POPULATION HAD ALREADY DIED. ALTHOUGH WE PERGEVERED OVER THAT THREAT, THERE APPEARED ANOTHER: THE MALES WHO HAD SURVIVED THE INFECTION WERE LEFT IRREPARABLY STERILE. FACED WITH THE POSSIBILITY OF EXTINCTION, WE EXPLORED FOR WAYS TO COMPENEGATE FOR THE LOSS OF VIRILE MALES. RELUCTANTLY, WE CONCLUDED THAT THERE WAS ONLY ONE VIABLE SOLUTION: VISIT PLANETS KNOWN TO CONTAIN HUMANOID LIFE AND BRING BACK GENETICALLY-COMPATIBLE MALES TO BE USED AS SIRES...



...WE DISCOVERED THAT, OF ALL THE SPECIES WE INVESTIGATED, THERE IS A MINUTE FRACTION OF YOUR RACE WITH THE GENETIC BACKGROUND REQUIRED FOR COMPATIBILITY. RATHER THAN ASKING THOSE MALES FOR ASSISTANCE AND RISKING REJECTION, WE OPTED FOR KIDNAPPING THEM, AND FOR THE PAST FEW DAYS, WE HAVE BEEN TRANSPORTING THEM ONTO OUR SHIP AND PLACING THEM IN SUSPENDED ANIMATION\*.

\*FROM THE HUMANS' PERSPECTIVE, IT APPEARED THAT THE MALES WERE BEING DISINTEGRATED; SEE PART I

YOU MENTIONED SOMETHING ABOUT US BEING "IMPORTANT FOR THE SURVIVAL" OF YOUR RACE. DOES THAT MEAN YOU WANT TO SHANGHAI US AS WELL?

YES, IT DOES. IT WAS EXTREMELY FORTUITOUS THAT WE CAME ACROSS THE TEN OF YOU AT ONCE; ALL OF YOU WILL MAKE EXCELLENT SIRES.



LET ME GET THIS STRAIGHT: YOU WANT TO TAKE US AWAY FROM OUR FRIENDS AND LOVED ONES, WHISK US OFF TO ANOTHER PLANET, AND HAVE US LIVE OUT THE REST OF OUR LIVES, IN SERVITUDE, AS WALKING SPERMBANKS?

THAT IS THE GENERAL IDEA.

DO THEY SHOW RANMA 1/2 AND NADIA OF THE MYSTERIOUS SEAS ON TV THERE?

WE DO NOT HAVE TELEVISION ENTERTAINMENT.

WELL, IN THAT CASE...

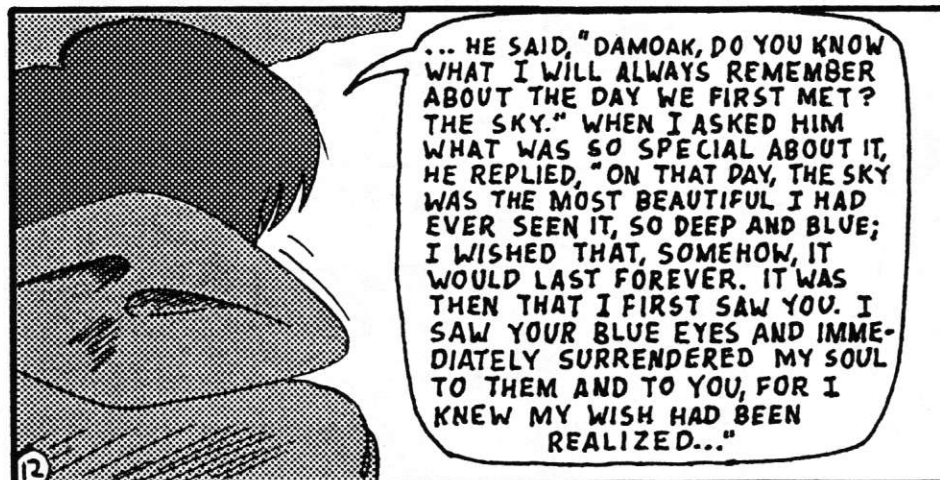
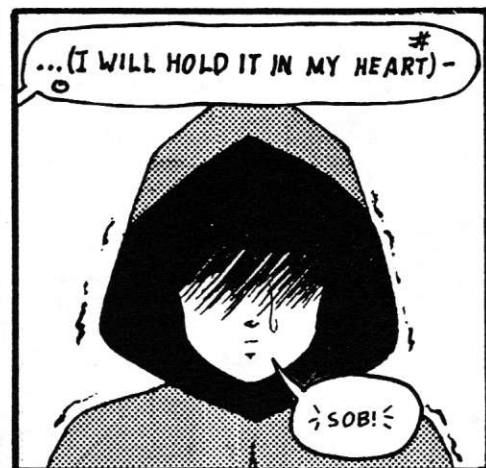
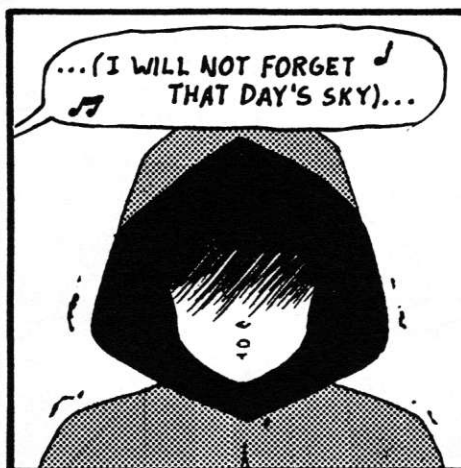
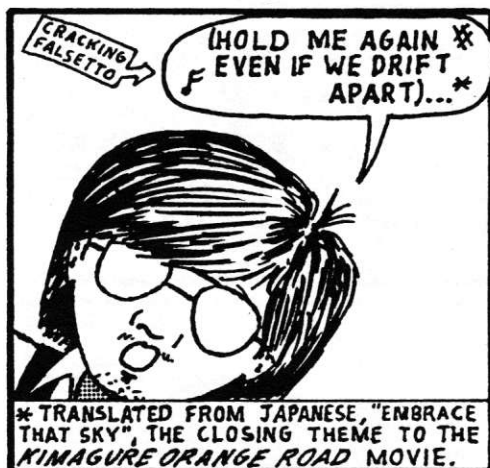
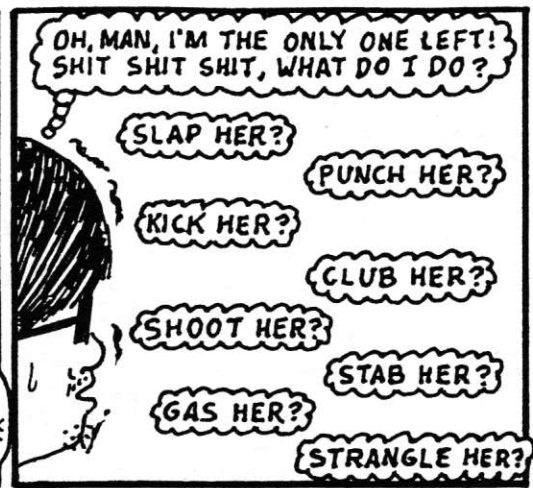


...KNIGHT SABERS!-

I MEAN-

STRIKEFORCE B.A.K.A.--SAN JŌ!

FIVE MINUTES,  
76 BRUISES,  
21 FRACTURES,  
AND 16 LACERATIONS  
LATER...



8.12



... YOU'RE  
A-A-AYUKAWA!\*

"AYUKAWA"?  
WHAT IS THAT?

\* THE STRIKEFORCE LITERALLY  
WORSHIPS A.A.R.'S MADOKA  
AYUKAWA; SEE PART I

NAN DA TO? YOU MADE AYUKAWA CRY,  
YOU BASTARD?! DIE, BLASPHEMER!

B-  
BUT--!

CRACK! POW! CRUNCH! WHACK! SMASH!  
WHAM! THUNK! RIP! KIDNEY  
PUNCTURE!

OH, AYUKAWA,  
PLEASE FORGIVE US  
FOR OUR SINS AGAINST  
YOU! WE ONLY WISH  
TO HUMBLY SERVE YOU!

?

PLEASE,  
TAKE US TO  
DESSERTIUM!

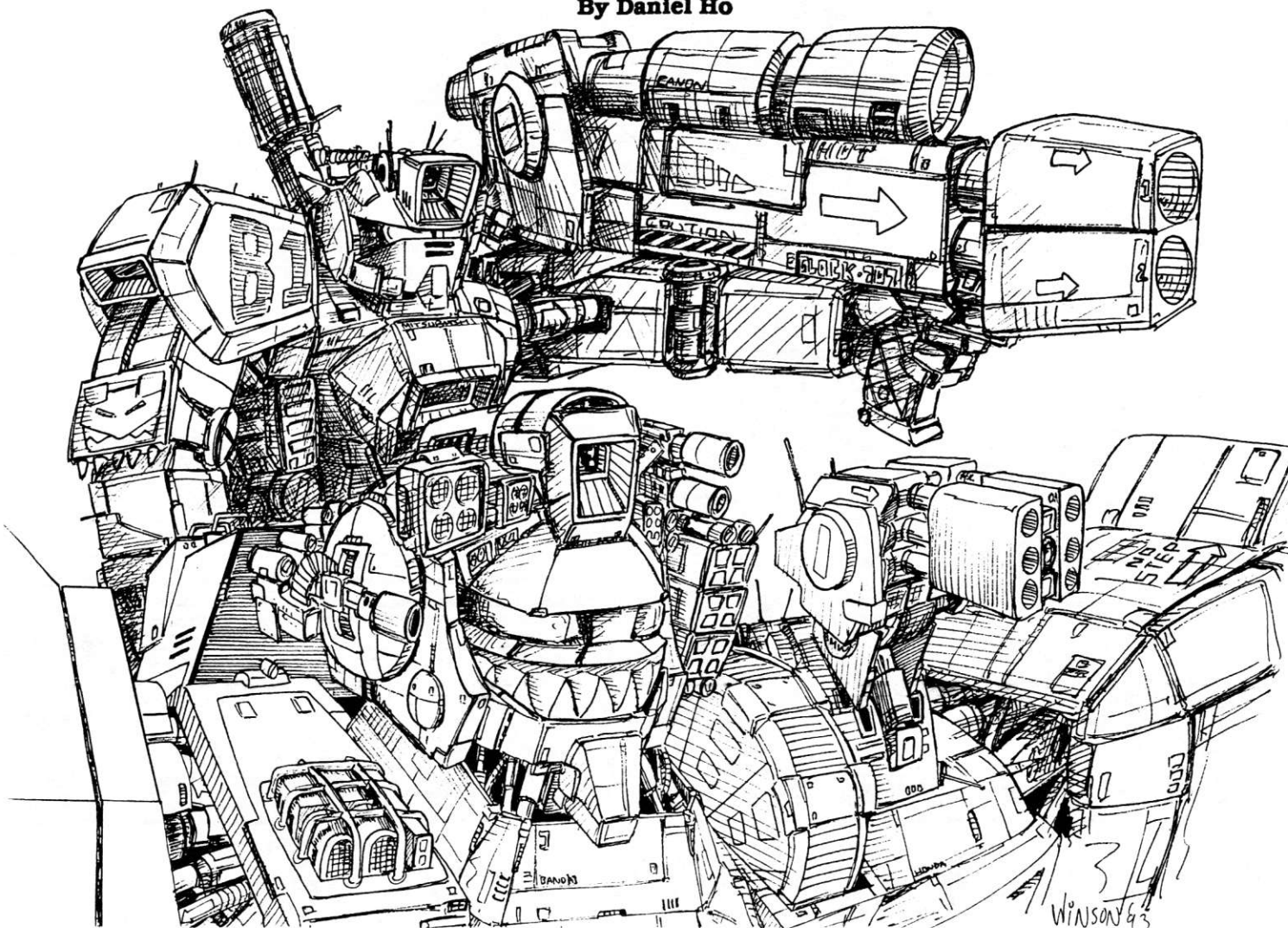
WELL, THE GUYS  
WERE GOING TO BEAT  
THE HELL OUT OF ME  
ANYWAY FOR USING  
THEM IN THIS DOJIN-  
SHI WITHOUT THEIR  
CONSENT...

ANY IDEA WHO  
BIT MY ARM OFF?

# ROLEPLAYING FOR THE ANIME CONNOISSEUR

## Part 3: Mekton II

By Daniel Ho



**Publisher:** Talsorian Games.

### **Expenditures:**

Playing the game requires the Mekton II book (~\$20) plus D6 and D10.

### **Character Generation:**

Roll 10D10. The total of this is distributed across the ten attributes: IQ, Reflexes, Cool, Technical, Attractiveness, Luck, Body Type, Education, Movement Allowance, Money/Status. For each attribute, the average figure is 5 or 6, but the minimum and maximum must be 2 and 10 respectively. Body Type determines damage that can be taken. If psionics are present in the game, an additional 1D10 is rolled for the eleventh attribute, the Psi Potential.

Each attribute is necessary in order to perform certain tasks, such as reflex for combat or attractiveness to grab a date. An interesting stat is the luck attribute. For each episode, the player gets luck points equal to his luck attribute. He may spend it at any time he needs to perform something crucial, but once it's all spent, he's "out of luck".

### **Skills:**

A wide variety of skills, especially those related to mecha combat, are provided. Skills can range from 1 to 10. Level 1 is beginners, level 5 is veteran and level 10 is the best. Only rare exceptions may go higher, such as James T. Kirk with level 11 leadership skill. The gamemaster may easily make new skills that follow this set up. The Education attribute gives you a certain amount of points to go directly into the skills of your new characters; after that, experience must be gathered for further improvement.

Skills increase with experience as improvement points(IP) are gathered. After a campaign, the gamemaster awards from 1 to 9 IP either as a lump sum to all skills within a particular attribute or to individual skills that were used. To rise in skill level, you must accumulate ten times the intermediate skill levels before it. Eg. to reach level 6 from level 4, you must have  $(4+5) \times 10 = 90$  IP. The highest skill level attainable is 10. Be forewarned that a campaign is very long (maybe about 4 Japanese animation episodes, or an entire feature length movie).

To use a skill requires the appropriate attribute+the skill(if he has it)+modifiers+1D10. This number is contested against another character's attribute+counterskill+modifiers+1D10. The highest



number wins, but a tie goes in favor of the defender or victim. In cases where the skill is against an inanimate object or against time, the gamemaster picks a difficulty number which the player must equal or beat; 10=simple, 15=requires training, 20=difficult, 25=very difficult, and 30=almost impossible. Luck may be used at any time to bolster your roll.

Note that the system just described is incompatible with the out-of-print Mekton I, which uses a percentage system similar to Palladium.

### Combat:

Mekton is based on a 10 second turn. Reflexes of the pilot, the mass of the combat vehicle, and powerplant size determine what order the players go in and the number of actions they may do in that turn. The most agile will go first and can do more things per turn. Each turn is broken down into phases. Phase one consists of setting up parrying, dodging, use ECM, and ambush for the entire turn. The second phase is action phase, where characters may do anything that uses up an action (reloaded, change weapons, get up, transform, shoot, etc.). The first character's skill in the attack or weapon used+reflex attribute+modifiers+1D10 is contested against target's defense skill (dodge, parry, piloting, etc.)+reflexes+modifiers+1D10. The highest number wins, and ties go in favor of the defender. No additional actions are spent by the defender. Damage is immediately calculated if the target is hit. When the first player is done his one action, the second player then begins his. Players continue in sequence until all have run out of actions. Common sense rules prevent unreasonable attacks and defenses.

### Damage:

There are two units: Hits and Kills. 1 kill is equal to 10 hits. Hits cannot damage objects in kills unless >10 hits strike in a single attack(volleys don't count). Mekton uses the Staged Penetration system for protection. Damage from a weapon is subtracted from armor first; anything left over then goes to the underlying structure. For each attack the armor stops, the armor drops by one unit (kills or hits, depending on armor type). Therefore, each subsequent hit the armor can stop less and less damage. When armor drops to zero, it no longer protects.

Examples: Average human=6 hits. Average Power armor=2+1 kills. Big handgun=1D6+2 hits. Bazooka=2 kills. Short range missile=5 kills.

### Mecha Construction:

There are two types of mecha in Mekton, the 10+ ton Mektons and the smaller Roadstrikers. Mektons are constructed using tonnage mass x 2 to create the number of construction points(CP). All structures, armor, and weapons have a certain CP cost to them. Arms, legs, torsos, wheels, thrusters, wings, heads and armor are purchased individually. Each area has spaces provided to fit thrusters, weapons, and extra options. Options such as transformations and mechariders(giant flying skateboards) drive up the cost but make your mekton superior in some performance respects. Anything from Gundam's to tanks to multiheaded mecha-butterflies with vinyl treads can be made with this system.

Roadstrikers are slightly different, but the idea is the same. Prefinished frames that include the head, torso, limbs, and a transformation. To finish it off, extras such as full body armor, movement devices, weapons, James Bond type goodies and extra transformations may be purchased. A provision to create

combiners, such as ZZ Gundam or Voltron, is included so that Roadstrikers can stand a reasonable chance against Mektons.

### Glaring Flaws:

A few general glaring flaws:

In Mekton II, mecha construction is full of holes and loose rivets. First, there is very little difference in performance between mecha of identical mass except for weapons. Second, the CP system restricts some of the needed choices for constructing that right anime mecha. Third, none of the weapons available are powerful enough to cover mecha such as Zeorymer or Gunbuster. Fourth, ambiguous examples means that mecha from some shows may be treated either as a Mekton or (more likely) as Roadstrikers. And finally, the damage system uses absolute values, so mecha that can blow up with a single hit are hard to recreate here.

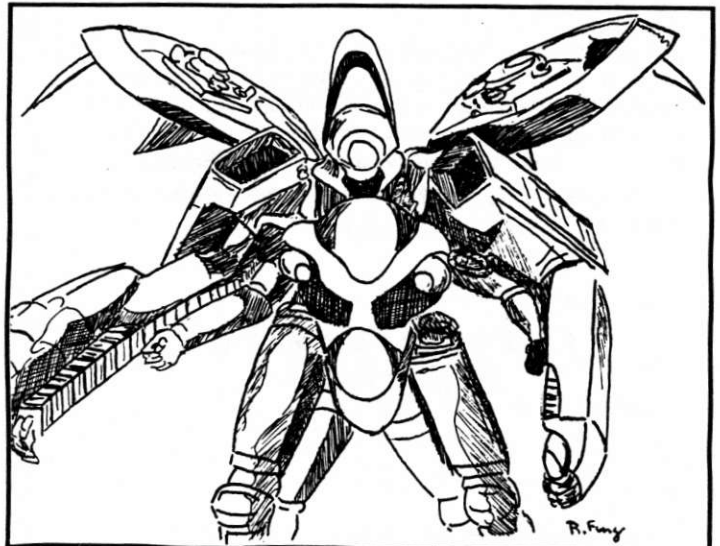
To alleviate these concerns, Mekton Techbook was published to help fill these gaps left by the original. Fairly complete, all of the weapons of Gundam, SPT Layzner, Iczer, and other series are included to expand the possibilities. In repairing the flaws of the old system, the book makes it quite clear that Mekton II is a roleplaying game, not a true combat game. In a nutshell, this system is less than ideal for fighting because it has become bogged down by too many rules and charts, and has an overly complicated mecha construction system.

The second flaw is Mekton II's incompatibility with Cyberpunk, a RPG also published by Talsorian Games. This is a pity, since a show like Bubblegum Crisis could have been incorporated into one game.

The third glaring flaw is most serious: for a game that is supposed to allow creation of any science fiction mecha anime show, the system certainly limits your options. Unlike GURPS, you're stuck with Stargates, staged penetration armor, weapons that perform too close to one another, no rules on fuel or mass combat, no choice in STL or FTL drives, and no way to modify any of the above.

### Minor Flaws:

Talsorian Games tends to have trouble meeting deadlines, case in point being Mekton Empire which was 4 years overdue. Ship construction requires you to have the identical weapons as mentioned in the book. Ship to ship combat is difficult at best, and mecha can not fight alongside or against them. Giant mecha lack



enough attacks to make them worth fighting in. Mekton II favors Mobile Suits / Mortar Heads over Votoms / Veritechs / Labors / Powerarmor, but at least gives all of them good RPG possibilities. It is technically difficult to make one vehicle severely outperform another similar one (eg Gundam versus Zaku). Mortality is very high if characters do not wear combat armor. There is no long distance combat (i.e. beyond 400 meters). Provided characters' skill levels are overrated. Armor is unrealistic for modern weapons: a modern shape-charged warhead can destroy an armored tank in a single attack, but not in Mekton. Finally, there is no random element when calculating super damage. ( just as all paperclips do not break with same number of bends!)

### Support:

Optional (and the only) supplements include Roadstriker II, Mekton Empire, and Mekton Techbook. Roadstriker II covers motorcycles, cars, powersuits, and other mecha smaller than a Patlabor suit. Mekton Empire has a spaceship construction and combat system plus easy generators of alien worlds, exotic races and monsters. Mekton Techbook is an expansion to the construction system in Mekton II. If you're extremely lucky, you may find the out of print Mekton Advanced Combat System which includes the excellent TACS system for fast furious combat with >10 mecha at once.

### Anime Recommendations:

Mekton II has no pretense about it: this is a game about mecha. Without saying, Mobile Suit Gundam and Heavy Metal L-Gaim are the premier shows for this system. The giant robots have it best compared to puny Robotech-like mecha. However, the "One hit-one kill" seen in these shows cannot be duplicated here. Any show from the giant robot genre or has even a single giant mecha is a fine candidate for this game. The spaceship combat section is sub-par; stick with the starship combat systems in Palladium or GURPS. Shows with powerarmor such as in Bubblegum Crisis, Madox, and Votoms should be avoided; Palladium and GURPS are also better suited for these shows. Space Cruisers Arcadia and Yamato have their stats listed, but both would be better off using GURPS' system or the Starblazers game.

### Conclusion:

If true roleplaying is your cup of tea, then put this game on your must-have list. Mekton II combines the simplicity of Palladium with the thoroughness of GURPS, in a well designed and unique package. On the other hand, if you lean more towards trashing mecha, then you'll be disappointed by a construction and combat system that is more work than play.

**Next issue I'll cover the  
Mecha! system.**

...Continued from page 11

advice. Shou's reply is cut short by a massive explosion. Some fragments hit Shou on the head and Tetsuro tells Shou that it was probably an old bomb shell. Shou shouts a warning to Tetsuro. A large object crashes to the ground just feet away from the two friends. At the explosion site the Troopers report the situation to KRONOS HQ. Only one of the units was found in the area and it was heavily damaged. The troopers are told to not return until all of the units had been recovered. The Troopers start combing the area for the missing two units.

Shou has picked up the heavy object that almost hit them. He looks at the object and suspects it could be a new type of land mine. Tetsuro warns Shou to be careful, and says that he should put the object back on the ground. Shou feels something give under the pressure of his hand and tells Tetsuro that it seems to be alive. Tetsuro begs Shou to drop the object but suddenly it explodes in a mass of tentacles. Shou's entire body is enveloped by the tentacles. Tetsuro is just rooted to the spot and unable to help his friend. Shou is amazed that he can still breath with his body covered by this strange material. Shou can feel the pores all

over his body being tickled by the material and yet his ears, mouth and nose feel clear. In a matter of minutes Shou's body is encased by the material. The material covering Shou starts to harden into a shell and the sight of this form frightens Tetsuro. Electrical charges flash across the surface of this shell causing Shou to fall into the lake. Tetsuro screams out to his friend.



Tetsuro hears shouting from behind him and turns to see if help has come. Tetsuro is speechless at the sight of Greggol and the KRONOS Troopers. Since the Zoanoids are a secret, Greggol is ordered to kill Tetsuro. Greggol lunges towards Tetsuro and causes him to fall backwards. Tetsuro

screams for help and something appears from the lake. A fully armored creature walks past Tetsuro; the KRONOS Troopers wonder what it is. The Zoanoid Greggol realizes that this is the activated form of the unit they are looking for. Greggol proceeds to attack a seemingly inferior opponent but it catches his arms in its small hands. The watching Troopers are amazed that Greggol could be stopped by such a small opponent. The creature twists both of Greggol's arms off and then crushes his head. The Troopers retreat from the area leaving Tetsuro alone with the creature but he turns to run away as well. The creature calls out Tetsuro's name and he realizes that the creature is in fact Shou. Shou is amazed by what just occurred and is unable to believe that he had anything to do with it. Shou looks at his hand covered by the armour and then looks into the lake to see an alien reflection looking back at him. Tetsuro is at a loss over what to do to help Shou. Shou screams with despair and the armour breaks open to release him. Tetsuro and Shou both watch the armour sink into the lake.



...Continued from page 14

**Episode #35 - "H With Camera. Robot Kyousuke-chan"**

**Manga Equivalent Story:** "Kyosuke The Robot" (Vol. 12, Page 37)

**Episode Description:** Kyousuke is using his powers to bring back girl's panties to Hatta & Komatsu. Hatta & Komatsu next think of something more daring for Kyousuke to do. It seem Kyousuke is in a trance like state and is following any order given to him by Hatta & Komatsu. It is revealed that Kyousuke has been hypnotized by his sisters who are now searching for him. Kyousuke walks away from Hatta & Komatsu, and ends up at Hikaru's, helping her move. His sisters arrive just in time to stop him from kissing Hikaru. A mad Yusaku tells him to go to Abcb to help Madoka. On the way, he meets up with Hatta & Komatsu who tell him to get nude pictures of Madoka. Kyousuke teleports home to get his father's camera. His father tells him to get him some cigarettes. Along the way, Kazuya tells him to get him some ice cream. All these orders start to confuse a still hypnotized Kyousuke who arrives at Abcb. There, he tries to take pictures of Madoka who thinks he is joking around. His family finally gets there as he is coming out of his state of hypnosis. Later, they explain to Madoka about Kyousuke being hypnotized and how all the orders being given to him snapped him out of his state. Madoka then wonders if Kyousuke was already out of hypnosis before trying to take pictures of her. Angry, she goes into the back room where Kyousuke is, and is about to slap him. Kyousuke braces himself for the worst, but Madoka ends up pinching his nose while smiling and telling him she'll get him for this....

**Episode #36 - "Farewell Kyousuke. Power Recorded On Video"**

**Episode Description:** Hikaru, Kyousuke and Madoka are involved in filming a movie directed by Komatsu. In an accident, Kyousuke is sent flying off a flight of stairs and uses his power to save himself in front of Hatta & Komatsu. Komatsu quickly concludes that he is an ESPer. During the next several scenes, they decide to try to get Kyousuke on film using his powers. but fail. They even try to get Yusaku, dressed in a Terminator outfit, to beat him up, but this, too, fails. Later, they tell Hikaru and convince her to help in getting Kyousuke to use his powers. As the final scene is filmed, Hikaru screams that she is falling off the roof that brings Kyousuke running. Just as she is about to push him off the roof, she slips and falls. Kyousuke jumps to grab her and they both end up hanging on for dear life. Hikaru begs Kyousuke to use his powers to save them, to which Kyousuke denies having any. Finally, Kyousuke and Hikaru fall, forcing Kyousuke to use his powers. Komatsu manages to get this on film. The next day, Hatta & Komatsu have a premier of their film to show everyone Kyousuke's powers. Kyousuke, with Manami, goes to the school for the last time to say goodbye to Madoka. There, Manami uses her power to have the VCR eat the tape before the scene where Kyousuke is using his power is shown. An angry Hikaru gets Yusaku to pulverize Hatta & Komatsu and apologizes to Kyousuke for believing that he was an ESPer. Madoka laughs and tells him that it's too bad he wasn't one since it would have been neat....



**Top Ten North American animation characters we would like to see in anime**

- 10) 7-Zark-7 joins the Gatchman team
- 9) Bugs Bunny as a Newtype Gundam Pilot
- 8) The Flintstones Stumble upon Laputa
- 7) Elmer Fudd vs the Dirty Pair
- 6) Sailor Moon turning into Bambi when splashed with cold water
- 5) Vampire Hunter D vs Count Duckula
- 4) Roger Rabbit Dating Ayukawa
- 3) Care Bear Knight Sabers
- 2) Casper the friendly Ghost in his very own Cream Lemon adventure
- 1) The Smurfs meet Violence Jack

**BAKA**

**(Banzai Anime Klub of Alberta)**

Baka is a club that is dedicated to the promotion of Japanese animation (anime) and all it's related forms which includes manga, art, music, modeling, merchandise, etc. The club meets bi-weekly where members have an opportunity to see the latest anime and hear the latest news from the word of anime. We also hold special "theme" meetings as well as a variety of social events.

**For further Information, please write to us at our address:**

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